

The following Listing of Claims will replace all prior versions, and listings, of claims in the application.

**LISTING OF CLAIMS:**

1. (Currently Amended) A computer readable medium encoded with a computer program ~~An image display control program~~ for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, the computer image display control ~~program~~ comprising:

code for receiving an operation reception function ~~which causes the video game device to receive an operation from an operator via an operation unit;~~

code for moving a camera viewpoint ~~movement function which causes a camera viewpoint to move~~, in accordance with the operation received by the operation reception function, with respect to a reference point selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

code for displaying a camera image display control function ~~which causes at least one image of the images of the first and second objects to be displayed on the display unit from the camera viewpoint after being that was moved by means of the camera viewpoint movement function.~~

2. (Currently Amended) The computer readable medium encoded with the computer program according to image display control program disclosed in claim 1, the computer program further comprising wherein

code for determining the operation reception function ~~determines a tilt direction of the operation unit, wherein~~ [[;]] and

~~the camera viewpoint movement function causes the camera viewpoint is annularly moved to move in a circle~~ around the reference point, and is moved in accordance with an angle corresponding to the tilt direction ~~determined by the operation reception function.~~

3. (Currently Amended) The computer readable medium encoded with the computer program according to claim ~~image display control program disclosed in claims 1,~~ the computer program further comprising wherein

code for receiving the operation reception function receives a camera viewpoint height operation from the operator to that adjust the height of the camera viewpoint<sub>2</sub>[[;]] and code for adjusting the camera viewpoint movement function causes the camera viewpoint to move to the [[a]] height based upon the camera viewpoint height operation ~~received by the operation reception function.~~

4. (Currently Amended) A computer readable medium encoded with a computer program ~~An image display control program~~ for displaying a plurality of objects on a display unit of a video game device from a plurality of angles, the computer image display control program comprising:

code for receiving an operation reception function which causes the video game device to receive an operation from an operator via an operation unit;

code for annularly moving a camera viewpoint movement function that causes a camera viewpoint to rotatively move, in accordance with the operation ~~received by the operation reception function~~, around a reference point selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

code for displaying a camera image display control function that causes at least one of the first and second objects to be displayed on the display unit as seen from the camera viewpoint after being moved that was moved by means of the camera viewpoint movement function.

5. (Currently Amended) An image display control method for displaying which displays a plurality of objects on a display unit of a video game device from a plurality of angles, comprising the steps of:

receiving an operation in the [[a]] video game device from an operator via an operation unit;

moving a camera viewpoint, in accordance with the operations received in the operation reception step, with respect to a reference point selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

displaying on the display unit of the video game device at least one image of the images of the first and second objects from the camera viewpoint after being moved in the camera viewpoint movement step.

6. (Currently Amended) An image display control device which displays a plurality of objects on a display unit from a plurality of angles, comprising:

an operation reception means which receives an operation from an operator via an operation unit;

a camera viewpoint movement means that causes a camera viewpoint to move, in accordance with the operation received by the operation reception means, with respect to a

reference point selected from at least two points on a straight line linking a first object and a second object among the plurality of objects; and

a camera image display control means that causes at least one of the first and second objects to be displayed on the display unit from the camera viewpoint after being ~~that was~~ moved by ~~means of~~ the camera viewpoint movement means.

7. (New) The computer readable medium encoded with the computer program according to claim 1, wherein

the reference point is located closer to the first object than to the second object, and  
the length between the first object and the second object is shorter than the length between the reference point and the second object.

8. (New) The computer readable medium encoded with the computer program according to claim 1, wherein

the reference point is located closer to the first object than to the second object, and  
the length between the first object and the second object is longer than the length between the reference point and the second object.

9. (New) The image display control method according to claim 5, wherein  
the reference point is located closer to the first object than to the second object, and  
the length between the first object and the second object is shorter than the length between the reference point and the second object.

10. (New) The image display control method according to claim 5, wherein the reference point is located closer to the first object than to the second object, and the length between the first object and the second object is longer than the length between the reference point and the second object.